

# GET EA CHEAT CODES AND GAME HINTS

Register your game online at  
[www.eagamereg.com](http://www.eagamereg.com)

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE:

IT'S EASY. IT'S FAST. IT'S WORTH IT!



## Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

## Technical Support Contact Info

**E-mail and Website:** For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

**Telephone Support** Technical Support is also available from 8am to 6pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

**Mailing Address:** Electronic Arts Technical Support

PO Box 9025  
Redwood City CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

**In Australia:** contact [in the United Kingdom](http://www.electronicarts.com.au), contact:

Electronic Arts Pty. Ltd. Electronic Arts Ltd.

P.O. Box 432 Chertsey, KT16 0YL, UK

Southport Qld 4215, Australia

P.O. Box 181

Phone (0870) 2432435

**In Australia:** For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM-8 PM. If you are under 18 years of age parental consent required.



Proof of Purchase  
FROM RUSSIA WITH LOVE™  
1510705



## ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

## AVOID DAMAGE TO YOUR TELEVISION

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit [www.esrb.org](http://www.esrb.org).

# CONTENTS

<b>COMPLETE CONTROLS</b>	<b>2</b>
<b>MAIN MENU</b>	<b>3</b>
<b>PLAYING THE GAME</b>	<b>3</b>
<b>COMPLETING YOUR MISSION</b>	<b>6</b>
<b>MULTIPLAYER: BOND VILLAINS</b>	<b>7</b>
<b>LIMITED 90-DAY WARRANTY</b>	<b>8</b>

CHECK OUT EA™ ONLINE AT [WWW.EA.COM](http://WWW.EA.COM).

# COMPLETE CONTROLS



## GENERAL CONTROLS

Move	Ⓐ
Action/Jump/Climb/Vault	Ⓑ
Fire weapon	Ⓒ
Lock on enemy	Ⓓ
Camera/Targeting	Ⓔ
Bond Focus mode (after locking on)	Ⓕ
Wall cover	Ⓖ
Dive roll	Ⓗ
Weapon select	Ⓘ/Ⓛ
Crouch	Ⓜ
Pause/Dossier/Map	Ⓜ/Ⓜ
Inventory	Ⓜ

## DRIVING CONTROLS

Fire weapon	Ⓐ
Lock on enemy	Ⓑ
Tire punch	Ⓒ
Accelerate	Ⓐ or Ⓛ Ⓛ
Hand brake	Ⓓ or Ⓛ Ⓛ
Steer	Ⓜ
Camera/Targeting	Ⓔ
Cycle weapon	Ⓘ/Ⓛ
Brake/Reverse	Ⓕ
Exit vehicle	Ⓜ

# MAIN MENU

## SINGLE PLAYER

Step into the shoes of Sean Connery and enter the classic world of James Bond.

## MULTIPLAYER OPTIONS

Take on a friend and discover who is the best Bond villain. Adjust display options or view the game credits.

# PLAYING THE GAME

Being the world's greatest 00 Agent means traveling to exotic locales, battling dangerous villains, and saving beautiful women. Your adventure starts here.

## WORLD DOSSIER

The World Dossier offers an overview of your entire mission. In it, you can select a new level you wish to undertake, or view the list of levels you have already completed. It also tracks any bonus levels you may have unlocked. You can also purchase gadget and weapons upgrades here.

- ★ To start a new level, select one and press Ⓐ.
- ★ Completing a level unlocks the next one in sequence. You can, however, go back at any time and replay a level.

## GAME SCREEN



Health—As injuries occur, your health bar depletes. When the bar is completely empty, you fail your mission.

Armor—To replenish your armor level, acquire body armor.

Equipped weapon or gadget  
Remaining ammo

## BASIC MOVES

A stealthy entrance, a quick attack, and accurate aim are hallmarks of a 00 Agent.

### MARKSMANSHIP

Defeat an enemy with a well-placed shot.

#### AUTO-AIM

To lock onto a target, pull and hold **L1**. The target indicator appears. Pull **R** to fire.

### CHANGING WEAPONS

To change weapons or gadgets during gameplay, press **O** or **PS** in any direction to bring up the Weapons Quick Select menu. The game pauses and the available weapons appear in the lower right corner of the screen. Press **PS** to select the desired weapon, then press **A**, **Y**, or **O** to resume gameplay.

★ In multiplayer games, switch weapons on the fly by pressing **PS** or **O**.

### STEALTH MOVES

Sometimes a stealthy entrance is preferable over a firefight.

#### CROUCH

To toggle between crouching and standing, press **PS**.

To move while crouching, move **L1**.

**TIP:** Crouching behind objects in your environment such as crates and furniture can help you avoid being hit during a firefight. You can also shoot over cover while crouching.

#### ROLL

Rolling from one point to another can help you stay hidden from your enemies.

★ To roll, press **PS**.

#### WALL COVER

To use wall cover, approach a wall and press **Y**. To disengage from wall cover, press **Y** or **B**.

To strafe while using wall cover, move **L1** →.

**TIP:** Peering around corners while in a wall hug is an excellent way to determine if there are enemies in the vicinity while still remaining undetected. To shoot an enemy from a corner wall hug, lock onto your target by pulling and holding **L1**, then pull **R** to fire.

## BOND FOCUS

Bond Focus allows you to shoot enemies with superior accuracy. In Bond Focus mode, your aim is so precise you can even target objects your enemy is carrying, such as grenades.

★ To enter Bond Focus mode, pull and hold **L1** then press **X**.

★ To use your manual aim, adjust the target location by moving **R**. To fire, pull **R**.

## 007 EQUIPPED

Q has customized quite an assortment of weapons, gadgets, and vehicles to ensure your success in your mission. Get to know them well.

### GADGETS



#### LASER WATCH

Your watch comes equipped with a laser beam hot enough to ignite anything that burns and strong enough to penetrate bullet-proof glass. In a bind, you can also use your watch as a weapon against enemies.



#### Q-COPTER

The Q-Copter is perfect for getting into places where going through the front door is not an option. The Q-Copter can be used as a mobile bomb.



#### BRIEFCASE TURRET

This handy weapon is a rapid-fire gun disguised as a briefcase. Once deployed, it automatically detects and fires at any enemy movement in front of it.



#### SONIC CUFFLINKS

Your cufflinks emit a piercing noise which temporarily stuns your enemies.



#### Q-ARMOR

Your body armor, which you can upgrade with the right number of Research Points.

### UPGRADES

You can upgrade weapons and gadgets through schematics you may find during your mission.

★ As you proceed through each mission, you earn Research Points for finding schematics, completing Briefcase Minigames, or performing special moves. Use these Research Points to purchase upgrades.

★ You can purchase upgrades either during a mission or between missions.

## INVENTORY SCREEN

From the Inventory screen you can access weapons or gadgets, swap ammo, change costumes, or get more information on an object.

★ Press **PS** to open the Inventory menu, then press **PS** + **PS** to highlight an item. It appears in the info window with a detailed description. To equip the item, press **A**.

★ To close the Inventory menu, press **PS**.

## LEVEL DOSSIER

The Level Dossier offers a look at the mission in progress.

★ To access the Level Dossier, press **PS** during gameplay.

★ From the Level Dossier, you can view your objectives and score, purchase upgrades, and access the Options menu.

# COMPLETING YOUR MISSION

## SCORE SCREEN

Your score is comprised of how well you complete the mission.

- ★ You can earn awards by meeting the time and disables requirements, by finding the Bond Moment in the level, and by beating the level on 00 difficulty. Awards unlock Bonus Levels.
- ★ The Score Screen also tracks Research and Skill Points earned in the level. Skill Points can be used to purchase Extras on the Extra Screen.

## SAVING AND LOADING

- ★ After you complete a mission, you are prompted to save your game. Press **A** to save your game to the game save slot you selected when you began playing. Saved games include your complete inventory, score, upgrades, missions, and unlocked extras.

**NOTE:** You cannot save during a mission. If you quit the game in the middle of a mission, you begin at the start of that map when you return.

- ★ To load a game, select **SINGLE PLAYER** in the Main menu. The Load screen appears. Select the game save (one of four) you wish to continue and press **A**. Your game is loaded.

# MULTIPLAYER: BOND VILLAINS

Battle it out in multiplayer matches and discover who makes the vilest Bond villain.

- ★ To start a multiplayer game, select **MULTIPLAYER** in the Main menu. You have the option to select either a Play Now multiplayer match or a Survival Royale battle.

## PLAY NOW

Play Now matches are stand-alone multiplayer duels. Select a game type and a map, adjust options, and enter into battle.

## SURVIVAL ROYALE

Survival Royale is a series of two- to 16-player matches with varying game types, rules, and maps. In Survival Royale, you can even upgrade your character's abilities in between rounds to become the ultimate Bond villain.

## TO START A PLAY NOW OR SURVIVAL ROYALE MATCH

1. Select **PLAY NOW** or **SURVIVAL ROYALE** from the Multiplayer menu.
2. Choose a profile to compete with. Profiles record your career multiplayer stats.
3. Select a character to play as. A prompt appears indicating that you are ready to begin the game.
4. When all the players are ready for a Play Now game, the Rules screen appears. Select the map, game type, teams, score limit and time limit, and adjust game options. Survival Royale games you also must set the number of rounds, the upgrades, money round, and style options on the Game Setup screen.

**NOTE:** Game options allow you to change radar settings, weapon type availability, and other game rules to create your own custom game packages.

5. The Countdown screen appears. This screen displays the rules you have selected for the next match. You may also choose your teams if you have enabled them in the Rules screen.

## GAME TYPES

### CLASSIC

The ultimate free-for-all. Dispatch every one of your opponents... at all costs.

### SABOTAGE

A team-based game in which you must take the bomb and plant it in your enemy's base. If it detonates, you score. You have a small window of time in which you can disarm your enemy's bomb before it detonates. Look for the bomb and bomb plant point icons on your radar to locate them.

**TIP:** In Sabotage mode, the bomb is radioactive and can damage your character. Try dropping the bomb at strategic points on the map (close to armor drops, for example), or "passing" it to your teammate. You can drop the bomb if it is your active inventory item by pulling **B**.

### DOGFIGHT

The same rules apply for Dogfight mode as they do for Classic mode, with one major exception: you are always in a jetpack. Dogfight mode is only supported by maps that feature jetpack gameplay.

# LIMITED 90-DAY WARRANTY

## ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

## RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

## EA WARRANTY INFORMATION

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

*Online:* <http://warrantyinfo.ea.com>

*Automated Warranty Information:* You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1900

## EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty  
P.O. Box 9025  
Redwood City, CA 94063-9025

FROM RUSSIA WITH LOVE Interactive Game (all source code, all other software components and certain audiovisual components only) © 2005 Electronic Arts Inc. Electronic Arts, EA and the EA logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. FROM RUSSIA WITH LOVE Interactive Game (certain audiovisual components) © 2005 Danjaq, LLC, and United Artists Corporation. JAMES BOND, 007, James Bond Gun and Iris Logos and all other James Bond related trademarks TM Danjaq, LLC, James Bond, 007, James Bond Gun and Iris Logos and all other James Bond related properties © 1962-2005 Danjaq, LLC, and United Artists Corporation. FROM RUSSIA WITH LOVE is a trademark of Danjaq, LLC, and United Artists Corporation. ALL RIGHTS RESERVED. Aston Martin, DB5 and the Aston Martin logo are trademarks owned and licensed by Aston Martin Lagonda. © 2005 Aston Martin Lagonda. Havok™, © 1999-2005 Havok.com Inc. (and its Licensors). All Rights Reserved. See [www.havok.com](http://www.havok.com) for details. All other trademarks are the property of their respective owners. EA™ is an Electronic Arts™ brand.

Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.